

## INSTRUCTION BOOKLET

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# THE NEW TETRIS™

NINTENDO 64





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**WARNING: PLEASE CAREFULLY READ THE CONSUMER INFORMATION AND PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.**

Thank you for selecting The New Tetris™ Game Pak for the Nintendo® 64 system.

Please read this instruction booklet thoroughly to ensure maximum enjoyment of your new game. Keep this instruction booklet and warranty information in a safe place for future reference.



This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

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## Holding the Nintendo® 64 Controller



While playing The New Tetris, we recommend you use the hand positions shown at left. By holding the controller like this, you can operate the + Control Pad freely with your left thumb. Using your right thumb, you can easily access the A, B or C Buttons.

## Connecting the Nintendo® 64 Controller

Up to four players can play this game. Connect each player's controller to the appropriate controller socket on the front of the Control Deck. Beginning on the left, the sockets are for Player 1, Player 2, Player 3 and Player 4. You cannot start a game if the first controller socket is empty.



If you change the connection during the game, you will need to either press RESET or turn the power OFF to make the connection active.

You must use two, three or four controllers in order to play the two-, three-, or four-player game modes.

## L BUTTON

- Switch between current piece and Hold Piece

## C, B & A BUTTONS

- Select player to receive Garbage

## B BUTTON

- Cancel a selection
- Rotate piece counterclockwise

## A BUTTON

- Accept a selection
- Rotate piece clockwise

## + CONTROL PAD

- ← or → Move piece left or right
- ↑ Immediately place piece at bottom of screen
- ↓ Drop piece quickly to bottom of screen

## START

- Start game
- Pause game

## N64 Controller Pak™

Your game information is automatically saved on your Game Pak. However, if you want to use your own data while playing a friend's Game Pak, you will need to save your data on an N64 Controller Pak accessory (sold separately). Please read and follow the directions for installation and use found in the N64 Controller Pak instruction booklet.

The New Tetris will use one page and one note in your N64 Controller Pak. You may save up to 16 individual files. Each file contains a player's name and the number of lines he has collected.



# GETTING STARTED

Correctly insert The New Tetris Game Pak into your Nintendo 64 system and move the POWER switch to the ON position. When the Title screen appears, press START to access the Main Menu. On the menus screens, press  $\uparrow$  and  $\downarrow$  on the + Control Pad to move the cursor and  $\leftarrow$  or  $\rightarrow$  on the + Control Pad to change the setting. The A Button confirms a selection or entry, while the B Button cancels it.

From the Main Menu screen you may choose ONE PLAYER, MULTI PLAYER, WONDERS, or OPTIONS.



## One Player

Select your name in the first box on the screen. If you have already entered your name, press  $\uparrow$  and  $\downarrow$  on the + Control Pad to find your name and press the A Button to confirm.

If you are entering a new name, select "New Name" by pressing  $\uparrow$  and  $\downarrow$  on the + Control Pad, then press the A Button. Use the + Control Pad to select the letter you want and press the A Button. When you are finished, move to the "OK" symbol and press the A Button.

Choose to have the computer opponent OFF or select from five difficulty settings ranging from EASY to MASTER.

Select which game mode you wish to play: MARATHON, SPRINT, or ULTRA. See page 10 for a complete description of each mode.

When you have finished making your selections, choose START and press the A Button.



## Multiplayer

Choose MULTI PLAYER to play with two, three, or four players.



Each player must enter a name. If you have already entered your name, press  $\uparrow$  and  $\downarrow$  on the + Control Pad to find your name and press the A Button to confirm.

If you are entering a new name, select NEW NAME by pressing  $\uparrow$  and  $\downarrow$  on the + Control Pad, then press the A Button. Use the + Control Pad to select the letter you want and press the A Button. When you are finished, move to the "OK" symbol and press the A Button.

Select which game mode you wish to play: MARATHON, ULTRA, or LINES. See page 10 for a complete description of each mode.

Choose to have NO GARBAGE, HOT POTATO GARBAGE, or DIRECTED GARBAGE in your game. For a complete explanation of Garbage, see page 10.

When you have finished making your selections, choose START and press the A Button.

## Wonders

Go to the WONDERS option to view the Wonders you have built and the status of the Wonder you are currently working on.

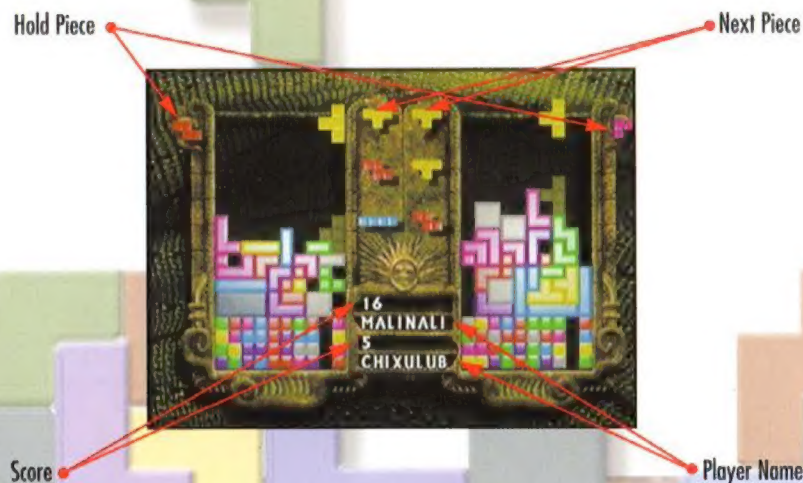
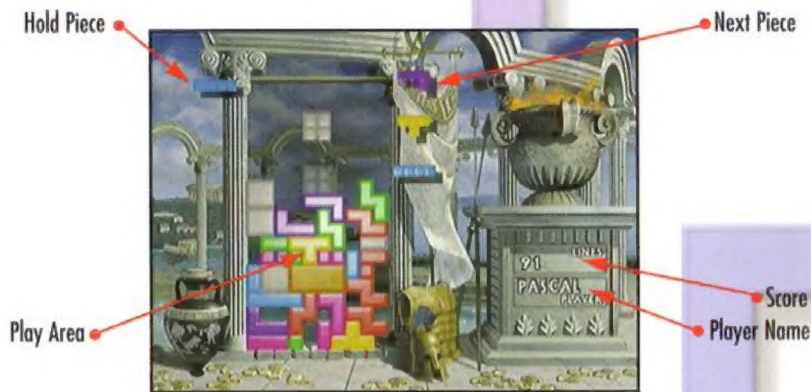
## Options

From the OPTIONS screen you may review your scores, adjust data information, or change sound options.

- Choose SCORES to review each player's high scores for each game mode.
- Select DATA to delete player information or transfer data.
- AUDIO allows you to change the sounds and music that play during the game.



## THE SCREEN



## HOW TO PLAY

The goal of The New Tetris is to collect as many lines as possible. Reach each line collection goal to achieve seven Wonders.

You clear lines by completely filling horizontal lines with the variously-shaped pieces. When you fill a line, it will fall off the screen, thus clearing it. For each line you clear, you will "collect" a certain number of lines. Scoring in The New Tetris is based on collecting lines. By using the special moves described below, you can collect more lines than you clear. For complete scoring information, see page 11.

As the number of lines you have collected increases, the rate at which the pieces fall will increase, so watch out! When your piece pile stacks up to the top of the screen, the game is over.

### Basic Moves

The pieces come in seven different shapes:



Rotate the pieces with the A and B Buttons and move them left and right using the + Control Pad. Then drop them into place to fill in the gaps.

### Hold Piece

When you begin the game, you will see a randomly-selected piece in the top-left corner of the screen. This is a Hold Piece that you may use at any time instead of the piece you are given. To switch the pieces, press the L Button. Your current piece will then become the Hold Piece. Once you have chosen to use the Hold Piece, you cannot switch back to the original piece.

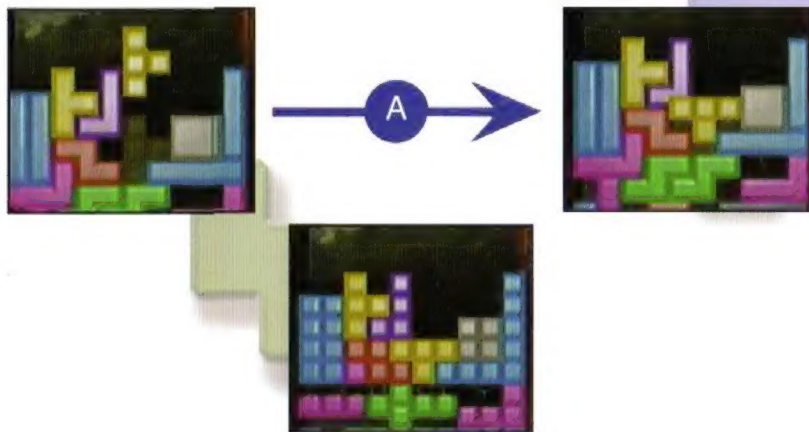
### Tetris

You get a Tetris by clearing four lines at once.

## Spin Moves

In certain situations, you can fill in a gap blocked by another piece. To do this, you must complete a Spin Move. You can do a Spin Move with any piece except the square.

To perform this move, let the piece you want to spin fall into the opening of the empty space you wish to fill. Once the piece enters the gap—but before it settles into place—press either the A or B Button, depending on which way you want it to spin. Then watch the piece fall into place.



If you clear a line by performing this move, certain other filled spaces will turn to 1x1 blocks, causing them to fall and possibly clear more lines. If the top part of the piece you spin clears a line, all of the pieces above that line will turn to 1x1 blocks. If the bottom part of the piece clears a line, the pieces below that line will turn to 1x1 blocks. If both parts of the piece clear lines, all of the remaining pieces on the screen will change to 1x1 blocks and drop.

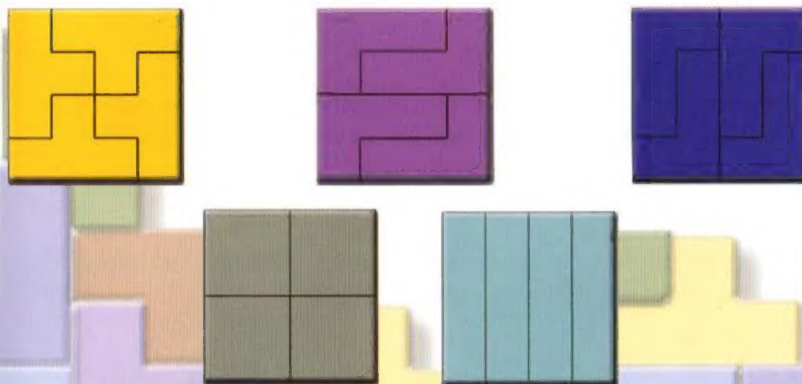
## Multi-Squares

A Multi-Square is a 4x4 square formed by different shapes. When you create a Multi-Square, its surface will turn silver. You will collect bonus lines when you clear lines containing part of the Multi-Square.



## Mono-Squares

A Mono-Square is a 4x4 square formed with four pieces of the same shape. As with the Multi-Square, the surface of the square will change, this time to gold. Because this is a more difficult move, you will collect even more bonus lines by clearing lines in a Mono-Square than in a Multi-Square.





## GAME MODES

### Marathon

In the Marathon game mode, your goal is simply to play as long as you can and collect as many lines as possible. Stay alert because as your score increases, so does the rate at which the pieces fall.

### Sprint

You have three minutes to collect as many lines as you can.

### Ultra

See how quickly you can clear 150 lines.

### Multiplayer

Up to four people can compete in any of the three game modes listed above, but this time you get to play dirty! Dump Garbage on your neighbor when you score.

Garbage lines are unfinished lines that push a player's piece pile up from the bottom. You must clear more than one line at a time to send Garbage. The number of Garbage lines you send to an opponent depends on how many lines you clear.

In multiplayer games, all of the losers' lines go to the winner. Using an N64 Controller Pak™ (sold separately), you can play against a friend on another Game Pak and take the lines you win home to your own Game Pak! For more information on saving, see page 3.

### Hot Potato Garbage

One player has the "hot potato." Garbage from all opponents is sent to this one player. When the player with the "potato" clears one or more lines, the potato is passed on to another, randomly-selected, player.

### Directed Garbage

It's time to make some enemies. In this mode, you get to choose who gets your Garbage. Use the C+ and → Buttons to select who you want to dump on.

## SCORING

Scoring in The New Tetris is based on collecting lines. When you collect enough lines, you will achieve one of seven Wonders. Here's how it works:

Clear one line, collect one line.

A Tetris will give you four lines plus one "bonus" line, for a total of five lines collected.

You will collect one line for each line you clear using a Spin Move. Plus, you will collect one line for each additional line cleared when the pieces turn to 1x1 blocks and fall.

You do not score when you create a Multi- or Mono-Square. Instead, you collect lines by clearing lines that include part of the square. For each line of a Multi-Square cleared, you collect 5 lines. For each line of a Mono-Square you clear, you collect 10 lines. This is an excellent way to collect lots of lines in a very short time.

For specific details on how to complete these special moves, see pages 7 through 9.

### The Wonders

When you reach each line collection goal, you will achieve one of seven Wonders. Each Wonder you achieve will give you a new background and new music! Check out the WONDERS option on the Main Menu screen to see how many more lines you need to collect in order to finish the current Wonder. Keep collecting lines until you have achieved all seven!



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